

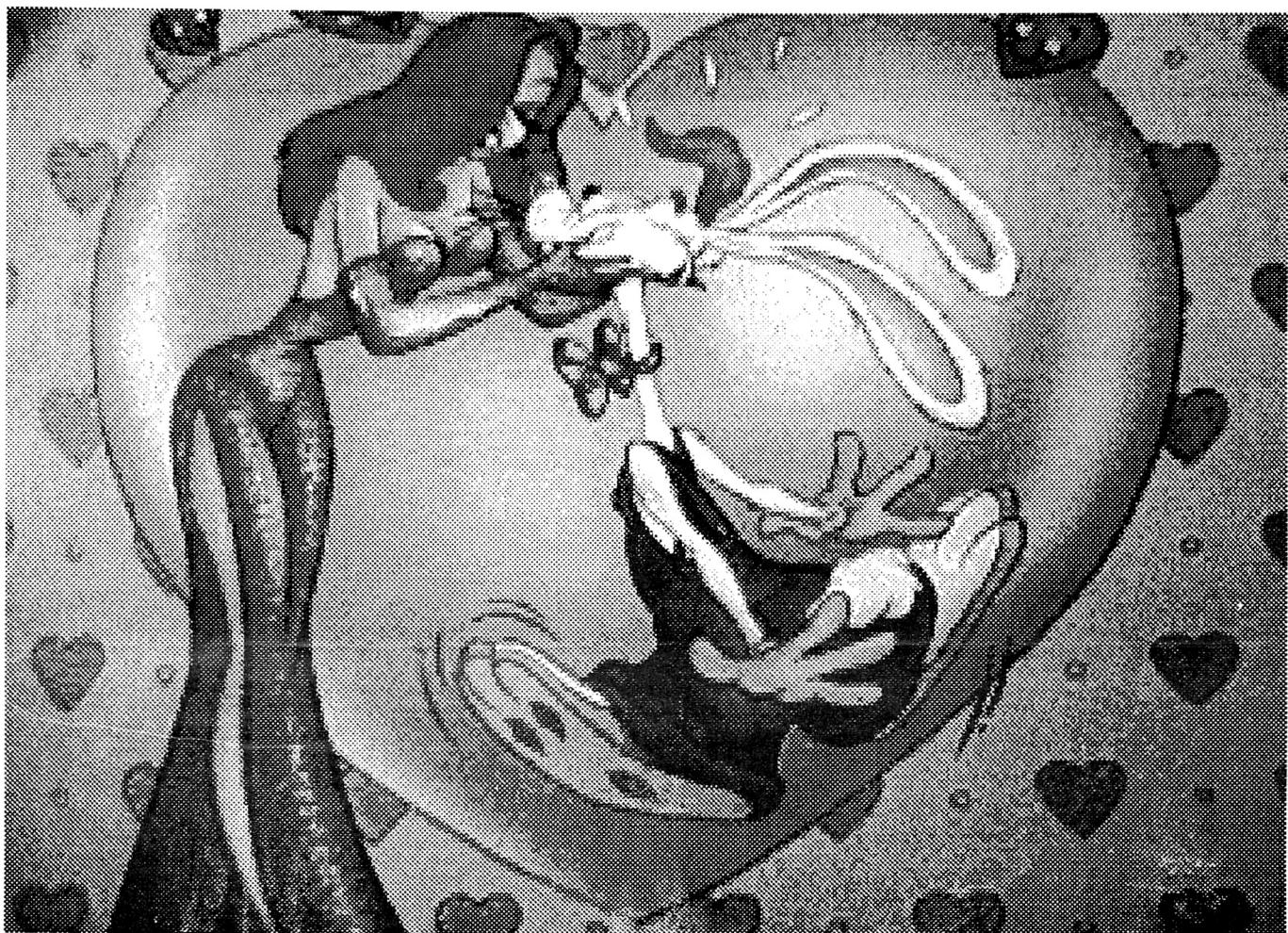
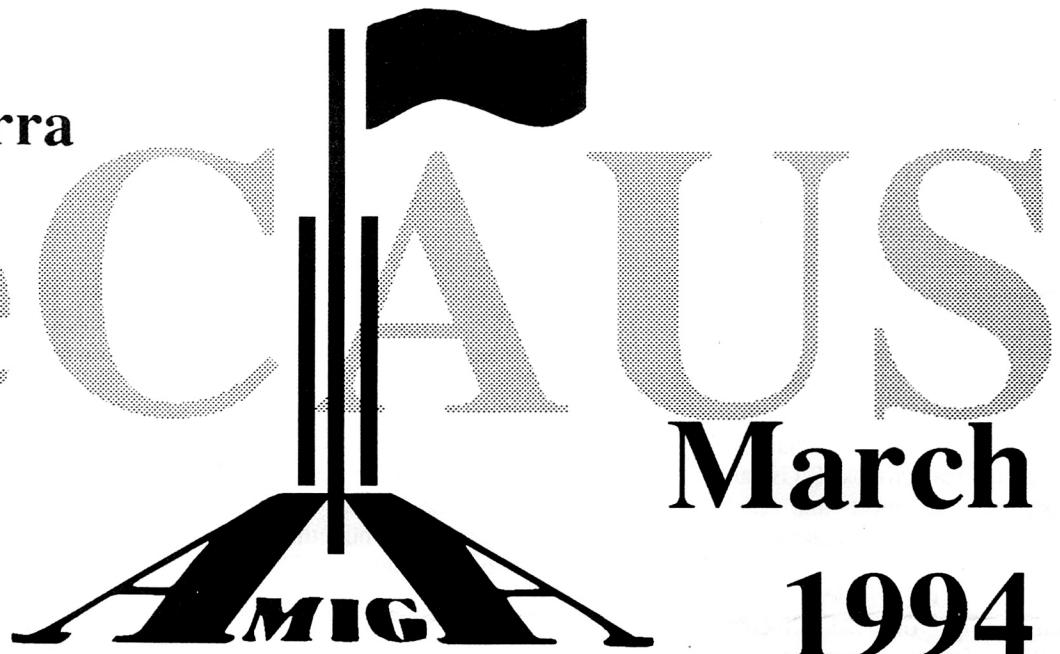
Canberra

Amiga

Users'

Society

Inc



Using Your Amiga • Pirates on CD32
Quarterback 6.0 • Amiga in the Weather!
Slideshow Alley • Commodore CD-ROM

Canberra Amiga Users' Society Inc

Aims of the Society

Canberra Amiga Users Society Incorporated (CAUS) is an independent group (currently with about 120 members) formed for the benefit of people who own, use or are interested in the Commodore Amiga computer.

Benefits

Benefits include a bi-monthly newsletter, monthly meetings, discounts, a bulletin board, Public Domain library, special interest groups (SIGs) and the opportunity to meet and exchange ideas with other Amiga users.

Subscriptions

Membership of the Society is available for an annual fee of \$20. This fee may be paid, with a filled-in application form, either at any of the monthly meetings or by mail to the Membership Secretary, PO Box 596, Canberra 2601.

Bulletin board

The CAUS bulletin board is online 24 hours and is maintained by our Sysop Darrell Cowan and his team. To be a member of the bulletin board, you need to pay \$5.00 additional yearly subscription. The telephone number of the bulletin board is 292-1054.

Meetings

Meetings are held at 8 pm on the second Thursday of each month in either the Chifley Room or the auditorium at the Canberra Workers' Club in Childers St, Civic. The dates for the next few meetings are 10 March, 14 April and 10 May. Members are welcome to use all Workers' Club amenities on the night (as long as you are

signed in).

The Beginners' Group runs from 7-7:45pm prior to each meeting.

Details of upcoming meetings and main topics will be advertised in the Canberra Times "Fridge Door" the week of the meeting.

Newsletter Contributions

beCAUS is produced bi-monthly. Contributions to the newsletter can be submitted to the Editor via the newsletter area of the bulletin board, at the monthly meetings or to The Editor, PO Box 596, Canberra 2601.

Articles, reviews, comments and graphics are always welcome. The next newsletter is due out by the March 1994 meeting. The deadline for contributions to the newsletter is the end of the month preceding production. All contributions should be accompanied by the author's name and contact details. We reserve the right to refuse, disclaim and/or edit contributions.

Copyright and Reprints

beCAUS is copyright 1989 by the Canberra Amiga Users Society Incorporated. Articles herein which are copyrighted by individual authors or otherwise explicitly marked as having restricted reproduction rights may not be reprinted or copied without written permission either from the Society or the author. All other articles may be reprinted for non-commercial purposes if accompanied by a credit line including the author's name and the words "Reprinted from beCAUS, the

newsletter of the Canberra Amiga Users Society Incorporated, PO Box 596 Canberra 2601."

Advertising Rates

	Full	Half	Quarter
Regular	\$25	\$19	\$10
Inside back	\$49	\$39	\$19
Back cover	\$74	\$59	\$29
	A4	A5	A6
Flyer inserts	\$39	\$29	
Artworks	\$39	\$29	\$19

Copy is to be provided to the editor either in Amiga graphic file format or as appropriately sized printed copy.

Production

The Editor for this newsletter was Darryl Hartwig. The copy was formatted using Professional Page v4.1 and the masters were printed on a Postscript printer by Desktop Utilities. The offset printing was done by Tuggeranong Print. The collating and mailing was done by the DTP SIG.

Amiga is a registered trademark of Commodore-Amiga, Inc. Professional Page is a registered trademark of Gold Disk, Inc.

Front Cover

As Valentine's day has just passed, I thought it would be nice to put the picture on the front that I did. Do we have any romantics in the club? (Maybe someone should write a poem).

Read 'What's Happening' to find out about a new exciting competition that we're starting!

CAUS Committee (1994)

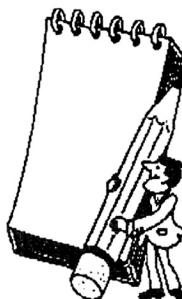
Director	Chris Townley	254-5922(h) 6-8pm
Vice Director	Michelle Jenkins	241-8785(h) 6-8pm
Secretary	Andrew White	281-1872(h) 6-8pm
M'ship Sec.	Mathew Taylor	241-8892(h) 6-8pm
Treasurer	Rob Ashcroft	254-4075(h) 6-8pm
Editor	Darryl Hartwig	293-2347(h) 6-8pm
Property Officer	Joe McCully	255-2128(h)
Committee	Neil Squires	259-1128(h)
	Berenice Jacobs	255-2284(h)
	Loy Winkler	4-10pm

In This Issue

- 3 Editorial
- Editorial Election 94/95 Notes
- 4 Amiga in the Weather
- 5 Commodore CD-ROM Drive Help Service
- 6 Review - Pirates for CD32
- 7 Using Your Amiga - Tutorial on Directories
- 8 Crafty Arts - Slideshow Alley
- 9 CAUS Public Domain SIGs
- 10 Review - Quarterback 6.0
- 12 What's Happening?

Editorial

Hello! And how is everyone? The AGM is coming up in the April meeting. There will be some committee positions vacant, so if you have a yen to help run the club, send in a nomination form (or let a committee member know). Read the article below for more information.



Mathew is starting a tutorial in this issue. If there are any subjects you'd like covered (preferably dealing with the Amiga!), either give him or me a ring (or see us at the meetings).

Another regular contributor, Leigh Murray, starts another interesting article on slideshows. Make sure you read it.

A decision has been made to post the magazine every second month before that month's meeting. There will still be spare copies at the meeting for those who didn't receive one.

And on a sad note, I believe that Commodore Australia is in receivership and up for sale.

Anyway, 'til next time, Ciao and keep Amiga'ing!
Darryl Hartwig

Election of Committee Members for 1994/1995

Hi everybody. My name is Ursula White and I am currently acting secretary. My husband Andrew (the real secretary) now has tech on Thursday nights so I'm helping him out. The Annual General Meeting (AGM) will be held on 14 April 1994 and a new committee will be elected. In order to make things easier for members I thought I might write a bit about the election process and the duties of people holding particular positions in the club.

The Election Process

The positions open for appointment are the committee positions and the chairperson's position. If you wish to nominate yourself or a friend for a position just fill out a nomination form and send it to the secretary. Make sure it is received 7 days prior to the AGM. If there are no written nominations received for a position, nominations will be received at the AGM. If there is only one nomination, the person nominated will automatically get the position. If more than one nomination is received for a position, a ballot will be held. If there are no nominations for a position, the position will stay vacant.

Remember the club won't run itself, so if you feel that either you or another member of the society would do a good job in any of the positions described below get a nomination form, fill it in and send it to me.

The Positions

There are two type of positions: committee office-bearers and non-committee office bearers. I'll tell you about the committee members first.

The committee consists of the president, vice-president, secretary, treasurer, membership secretary, editor and 3 ordinary members. The committee is a team of people who
(continued on page 9)

Professional Software call your dealer!

A-Max IV

Now with colour support, ability to multitask Mac and Amiga sessions, improved device support and more. Requires the same ROMs as A-Max II (128k Mac Plus ROMs)

ARexx Cookbook

Tutorial approach step by step
Useful projects that perform worthwhile tasks

Opus 4.11 /CanDo 2.51

State of the art directory utility and programming environment from Inovatronics

Contact 2.1

Puts you in touch, instantly
New version - a page and a half of new features! Fast and easy access to addresses, phone numbers etc

MathsMaster II

Another new release! Includes mixed module with addition, subtraction, multiplication and division, and a high score table. For primary ages - maths games.

Desktop Utilities

PO Box 3053, Manuka, ACT 2603
Phone (06) 239 6658 Fax 239 6619 BBS 239 6659

Amiga in the Weather

by Michael Byrne

Looking through 'Big Fun in the Internet with Uncle Bert' I came across Weather:Aussie, and thought it worth a look. The host is marlin.jcu.edu.au, aka James Cook University in Townsville. You can download WEFAX images, the same as on the weather forecast. When I tried to view these images, I was surprised to find they were amiga IFF format. Further investigation (ie reading the README file) showed that JCU uses an Amiga based set up to provide this service.

NB. Sections of the following description are shamelessly plundered from their brochure.

The JCUMetSat Receiving System can receive, record and display Low Res Facsimile signals from the Geostationary Weather Satellites. The system is developed by the Dept of Electrical and Electronic Engineering at JCU.

A 1.691GHz satellite dish connects to a down-converter which drops the fre-

quency to 137.8 MHz. This goes to the JCUMetSat receiver, which converts the satellite signal to an analogue Fax signal, which is digitised and sent to the computer, in their case an Amiga.

Further investigation ... showed that JCU uses an Amiga based set up to provide this service

The Amiga is used as it has a video display the same as the TV standard of the country concerned, eg PAL in Australia, and a broadcast quality genlock can be fitted to easily sync the computer video to that of the TV studio (where you stick smiley suns or Brian Bury's ugly mug over it).

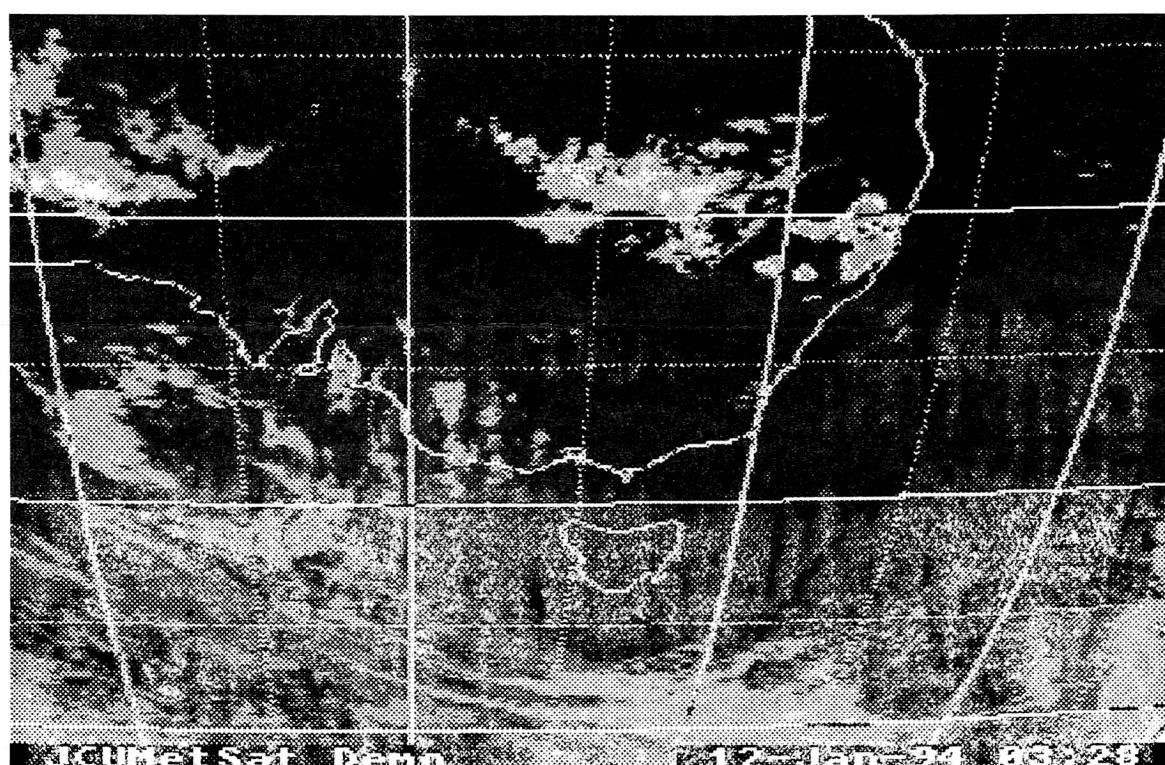
JCU has designed special software to automatically log data and do whatever it is TV weatherpersons do. The images can be animated (I am not sure

which, but I have seen this on one of the local stations) depending on which Amiga is used and how much RAM it has. For example, 200 lo-res images at 18 frames/sec for an A2000 with 9 meg RAM.

NOAA satellites can also be received, but I have noaa idea what this means; also shortwave fax signals can be decoded.

Before rushing out and setting up your own weather station, be aware this is quite (actually very) expensive. A 3m dish and downconverter costs approximately \$10k, JCU hard & software \$16k, plus your Amiga, monitor, genlock etc. The alternative is watch TV at 6:25 pm, or for those with internet access, which should mean everyone by early this year, ftp up to the minute images from James Cook University, and live out your weather announcer fantasies in the comfort of your computer room.

□



in colour, the north-eastern part of New South Wales showed up bright red - the place where the bushfires were.

New Commodore CD-ROM Drives

by Mathew Taylor

The following text was reportedly passed onto a gentleman from a Commodore Engineer. The text certainly seems believable, but we at BeCAUS cannot confirm that the following is entirely true. Of course, the text does say that everything mentioned is subject to change!

"So a little bit about who I am... I'm a design engineer at C= and I'm one of the 3 primary designers of the Akiko chip in the CD32. I had half of the design & most of the debug responsibility for the proof-of-concept Zorro MPEG board that Jeff Porter was showing around at DevCon & WOCs last year. I'm doing the designs of the A2100 & A4000 CD Expansions."

"The CD Drive portion is the SAME external drive for both machines. The driver card is internal for both machines. In the A4000, that's a Zorro card. In the A1200 that's a card in the expansion slot in the door under the unit with a cable that runs out through the punchout in the rear of the A1200."

As for the CD1200... "We realize that some people have bought peripherals for their A1200 and put them in that slot. Since they'd need to remove the other peripheral to run the CD1200 (or whatever the marketroids will call it by the time it

gets to market), we tried to include as much other functionality as we could in the CD1200 card so they wouldn't feel like they're losing too much by putting our card in."

"We really wanted to include a pad site for an MC68030 upgrade, but it just wouldn't fit. We DID include a standard Fast RAM SIMM socket which will handle up to a 4 Meg SIMM which autoconfigs with no additional S/W, or an 8 Meg SIMM which configures as 4 Meg unless you choose to run some software to turn off the PCMCIA

"MPEG seemed to be the most natural thing to put there."

slot to get the other 4 Megs. The Akiko & EEPROM from the CD32 are included on this card, so the intent is that CD32 titles will run here Just Fine.

"Since we can't fit the CD32 connector on the A1200 or the CD Drive, we have come up with a number of different possible solutions to getting MPEG for the A1200/CD1200 combination. The specific choice of implementation hasn't been

made yet, but we ARE thinking about this issue and WILL have a solution available eventually."

"Since De-Bug is only now commencing, I can't say for sure what features in the current implementation will make it to market. At this time, all of the above claims are subject to change!"

On the CD4000.... "You know, it's amazing how much more space is available on a Zorro card than on one of those A1200 expansion cards! We didn't need to worry about things like Fast RAM expansion or processor upgrades here, so we had LOTS of left-over space. MPEG seemed to be the most natural thing to put there."

"The CD is external because we already have it designed for the CD1200. I suppose we could make an internal one to go into the 5-1/4" bay in an A4000, but that would lose the A3000 people... not worth the trouble to design a new thing to replace an existing thing that works just fine!"

"Again, this product is not firmed up yet, so I can't say for sure what features in the current implementation will make it to market. At This Time, all of the above claims are subject to change!"

□

Help Service

The following is a list of members who have volunteered to share their knowledge and experience with other members. If you have a problem or just need a bit of advice in any of the areas listed, please ring during the hours shown.

What's happening General Help

Paul Martin	10-10 M-Su	253-2121
Joe McCully	6-12pm M-Su	255-2128
Andrew White	6-8pm M-F	281-1872
Gordon Owttrim	7-10pm M-Su	297-2692
Neil Squires	7-10pm M-F 10-9 Sa-Su	259-1128
Simon Tow	6-7pm M-F	288-8362
Frank Keighley	6-7pm M-F	239-6658
Frank Keighley	6-7pm M-F	239-6658
Darryl Hartwig	6-8pm M-Th	293-2347
Andre Hoggie	6-8pm M-F	290-2474
Colin Vance	6-8pm M-Su	241-7113
Mathew Taylor	6-8pm M-Su	241-8892
Darryl Hartwig	6-8pm M-Th	293-2347
Bernie Wiemers	6-8pm	248-9837
Andrew Boundy	8-10pm M-Th	291-6971
Joe McCully	7-10pm M-F	255-2128
Mathew Taylor	6-8pm M-Su	241-8892

Please contact the editor with updates to this list.

Pirates for CD32

After owning a CD-32 for a few days, I decided that it was time to buy another piece of software... for no man can live on Pinball Fantasies alone. Going to my almost local Amiga store, I found out that Liberation (which was my first choice) was sold out. Then I saw that they had Pirates. Immediately, memories of the original Pirates on the 64 and on the Amiga went past my glazed eyes. I immediately bought it, and I went home as fast as the speed limit allowed me and slid the disc into my CD-32.

Brief summary of the game

For those of you who are not familiar with this game, here is a short summary of what is about. You are a pirate (of course). The object of this game is to retire with high social standing, having amassed a large fortune. How do you do this? To acquire wealth, you sack towns and other ships, and search for buried treasure. To acquire social standing, you play the game of politics with the governments in the game (England, France, Holland, and Spain). This might involve getting married to a governor's daughter, doing missions for the government, and attacking that government's enemies.

Game controls

Game controls in most places are very easy to get used to, and are actually much easier than in the original game on the Amiga. I think the game makes effective use of the control without assigning *ALL* the buttons to have individual functions. Pirates duplicate most buttons' functions; for example, the *LEFT* button on CD-32 control is the same as the *RIGHT* button. Control in combat has been reduced to three buttons for Parry, Thrust, and Slash, plus the direction button. This setup is much better than the original Pirates controls.

Gameplay

This game plays almost like pirates for the Amiga. The four skill levels and four and six historical time periods still exist, giving the game a varied feel. Even at the same skill level and time period, enough random events happen to make it feel different.

Sword combat is still the way I've always liked it: a button press, a delay, and then a swing happens. This is a very slow, almost choreographed com-

bat feel. Ship-to-ship combat and ship-to-land combat is still set up so whoever has the wind and the guns has the advantage. The game interface, when not doing any combat specific activity, is simple: move your cursor over an item and highlight it. It's very easy to get used to in most incidents.

Documentation

Well at first I said to myself, "Great! a 47-page document. This might mean it will have detail." Unfortunately not; it is 25 pages in English and the rest of the manual is in German. The manual's information is very limited. It is enough to inform the beginner about the game, but not enough to understand what is truly happening in the background of the game. If you can read the original Pirates manual, I recommend it, for it gives much more information on the game itself.

But what I truly dislike about the manual is it is glued onto the CD's box. So to read the manual, you must have the CD box around. I hope no other CD-32 manufacturers do this practice - it is just plain stupid.

Likes

What I like about this game is that the music and sound is very good. It gives the game a real "pirate feel." The music does not interfere with the sound effects but actually enhances it. Way to go, MicroProse!

I like that the CD version has nothing cut out from the computer game. I was afraid that the combat would change to more of a "slam the joypad buttons as fast you can" type combat, but that fortunately did not happen. Anything that was in the computer game is still in this game.

Once the game is loaded up, disc access is almost unnoticeable, music changes quickly, and information is loaded at a fast rate, making for very smooth and enjoyable gameplay.

Dislikes

Some of the graphics have been slightly degraded from the original Amiga version. In some places they are even dithered! I wished they

would take some of the pictures from the original Amiga game and combine them to make an almost perfect version of Pirates.

Another thing that annoys me is that you have to walk your character in a town. In the original Pirates you could just pick from a pop up menu. But now with the "advance" of technology, you have to control your character and walk him to the location. Making a quick stop at a town is now a long, boring walk.

There is no map outside of the game! The map of the Caribbean sea is inside of the game. While that guarantees that you will never lose the map, it also ensures you that it is will take you forever to find a spot on that map. For myself it would be much faster to look up the location on a real (paper) map.

Another complaint, not a limitation of Pirates in itself, is that you can have only one saved game in CD-32 Flash Memory. This save takes up 78% of flash memory; so if you know that a friend is coming over to play Pinball Fantasies, make sure you lock that save file in flash memory. I already have had my Pirates GOLD save file erased once and I will never let it happen again!

Comparison to other similar products

It is natural to compare this game to Pirates for the Amiga. Pirates CD-32 has better sound most of the time, better interface, better music, and a little better outside graphics.

Pirates shines with its better graphics overall.

**... the music
and sound
is very good**

Conclusions

Overall, I really like this version of Pirates. If you already own the original Pirates and just bought a CD-32 and are considering it, I would say think a little more about it. But for those people who have never played one of the mind numbing versions of Pirates, then this game should be on your list, for this is one of MicroProse best game series and ranks up there with Civilization. My rating is 4 longswords and 1 rapier out of 5 longswords. (Four and a half stars out of five.)

CAUS Annual General Meeting 8 April 1993

Elected Officers Present: Berenice Jacobs, Loy Winkler, Joe McCully, Neil Squires, Gordon Owtrim and Tony Hayman.

Meeting opened by the Vice-President Gordon Owtrim at 2015, at which time a quorum of 28 was reached.

Apologies:

Apologies received from Simon Tow, Chris Townley and David Wilson.

Appoint Returning Officer:

Neil Squires was appointed Returning Officer.

Confirm the minutes of the last Annual General Meeting:

The Secretary, Tony Hayman, read the minutes of the last Annual General Meeting (9 April 1992).

Business arising from the minutes of the last Annual General Meeting:

There was no business arising from the minutes of the last Annual General Meeting.

Confirm the minutes of the last two Ordinary meetings:

The Chair pointed out that the minutes of the last two Ordinary Meetings were attached to the agenda for tonight's meeting.

Business arising from the minutes of the last two Ordinary Meetings:

There was no business arising from the minutes of the last two Ordinary meetings.

Receive from the Committee a report on the activities of the Society during the preceding year:

The Chair reported that the President was to prepare this report, however, a copy has not been received. The Chair continued with a brief summary of the year. The Society has not grown much but has been able to show a number of new pieces of new equipment during the year.

The Chair asked for comments.

Berenice Jacobs spoke about the lack of member numbers, ie. now only 142 members but the Society has had over 250 in the past.

Control of the Meeting passed to the Returning Officer.

Election of members of the Committee, the Chairperson and the Property Officer:

Neil Squires announced that nominations had been received for the following positions, in each case only the required number of members were nominated so each is elected.

President:	Chris Townley.
Treasurer:	Robert Ashcroft.
Membership Secretary:	Matthew Taylor.
Editor:	Sarah Hargreaves.
Committee Member:	Berenice Jacobs.
Committee Member:	Loy Winkler.
Committee Member:	Neil Squires.

The Returning Officer then called for nominations from the floor for the position of Vice-President.

There were no nominations.

The Returning Officer then called for nominations from the floor for the position of Property Officer.

Joe McCully was nominated by Neil Squires and this nomination was seconded by Tony Hayman. Joe McCully was elected unanimously.

Neil Squires then called for nominations for the position of Secretary.

Andrew White was nominated by Lawrence Coombs and seconded by Michelle Jenkins. Andrew was elected unanimously.

Nominations for the position of Vice-President were called again.

Joe McCully nominated Michelle Jenkins for this position, this nomination was seconded by Andrew White. There were no other nominations for this position, Michelle was elected unanimously.

The Returning Officer then called for nominations for the position of Chairperson.

Austin Vaughn was nominated by Loy Winkler, this nomination was seconded by mark Goldfinch. There were no other

nominations for this position, the nomination was put to the vote and Austin Vaughn was elected with one member voting in opposition.

Control of the meeting was returned to the Retiring Vice-President.

Receive and consider the Annual Financial Report of the Society and the Auditor's Statement:

The attached Annual Financial Report was read by the Acting Treasurer, Tony Hayman.

Neil Squires asked why the income from CAUS membership + BBS was \$842.80 instead of a round dollar amount as the cost of membership + BBS was a round \$25.00 per annum.

Tony Hayman thanked Neil for his question and explained that the Committee had taken a decision, at a period when the BBS was off-line for some time, that a discount would be given to members with BBS membership for this time if applied for. The end result of the discounts was the odd total for membership + BBS for the year.

The Annual Financial Report was accepted by acclamation.

Tony Hayman outlined the problems encountered in having the Annual Financial Report and the Society's books audited and assured members that an acceptable Auditor's Statement would be available early next week and that it would be published along with the Annual Financial Report in the next issue of the Society's magazine.

Declaration that all SIGs are dissolved:

It was explained to the members present that as the Society's Rules had been changed recently the Committee decided that all SIGs should be dissolved and any SIG that wished to form do so but by reforming now there would be no doubt that they were formed under the new Rules.

Reaffirm Existence of Library Sub-Committee:

The existence of the Library Sub-Committee was reaffirmed. The incumbent, Simon Tow, was reaffirmed in his position of Chief Librarian, each PD Librarian was reaffirmed as members of the Library Sub-Committee.

A question was asked as to the membership of the Library Sub-Committee. Berenice Jacobs advanced the argument that the Society Rules only allowed for PD Librarians to be members of the Library Sub-Committee. This was debated. Neil Squires (Chair of the Constitution Sub-Committee) examined the Rules re membership of sub-committees and reported that "any number of members can belong to a sub-committee".

To clarify the situation the following motion was proposed:

That the Rules of the Society be amended so that any Society member may be a member of any sub-committee.

The procedure for becoming a member of a sub-committee will be:

Any member may nominate him/herself for the position of member of a sub-committee.

That nomination is to be seconded by another member of the Society.

That nomination is to be submitted to the Chair of the sub-committee for ratification.

An appeal against any decision re nomination to a sub-committee can be made to the Committee in the first instance and if the appeal is refused to a General Meeting.

The motion was proposed by Robert Ashcroft and seconded by Neil Squires.

There was no debate on the motion, it was put to the vote and passed unanimously.

Election of 1993 Honorary Member:

Gordon Owtram spoke briefly about the awarding of an honorary membership. He announced that one nomination had been received, for Mark Trenery. This nomination had been proposed by Berenice Jacobs and seconded by David Wilson.

Gordon asked if there were any other nominations. There were none.

Berenice Jacobs spoke in support of her nomination pointing out the years of assistance Mark had given to the Editor.

The vote was taken and Mark Trenery elected unanimously the 1993 Honorary Member.

Any other business:

Andre Hogie spoke about the items he had set up for display tonight.

Formal meeting closed: 2115.

Using Your Amiga

'Directories'

by Mathew Taylor

It is very important for new Amiga users to know a little bit about how things work, if they are to move from the ranks of beginners into the intermediate and advanced user. One topic that seems to confuse many users is the directory.

Most users should already know about programs. It is very easy to boot up your Amiga, and double click on a picture and wait for the program to run. But the work the computer does to accomplish this task is far from a simple point and click.

You can think of a computer disk (this includes the 3.5" disks you insert into the drive, and the hard disks which you do not see) as a filing cabinet. Inside the filing cabinet are various folders with all sorts of information in them. So too are there directories in a computer disk.

One of the most useful analogies relating to directories (or drawers) is the directory tree. The root directory is the main one, at the very bottom of the tree. That's what you see when you double click on a disk icon on the Workbench. Then you open one of the drawers, which might have a drawer inside it, which you open, and it might have another inside and so on. You can see how each directory branches from one before it, and hence forms a sort of tree.

Some of these directories are visible as icons on the Workbench screen. Directories are also known as drawers, and their icons will often look like pictures of drawers.

Just like a filing cabinet, you can open and close drawers to see what's inside. If you do not have a hard disk, boot up your Amiga with your Workbench disk now, and if you do, boot your hard disk. Once it has finished booting, you should see a standard workbench screen, with several drawers, called things like 'system', 'expansion', 'tools', 'utilities' etc.

If you move the mouse pointer over one of these icons, and press the left mouse button twice quickly (this is called a double click), Workbench will open that drawer and display a window with the contents inside.

The reason why we have directories (drawers) is so we can organise our computer files, just the same way we like to organise our paper files, for ease of finding them later on.

The Amiga has a large number of commands we can give it from a CLI window. All these commands are stored in a directory called C. It also has a number of libraries, which are files full of useful information for

You can think of a computer disk as a filing cabinet

programs to use, and these are stored in the directory called LIBS. There are many other standard directories too. All this is done so that the programs will know where to find the normal things that they need to operate successfully.

In the same way that the Amiga uses directories to find things easily, so can you. One of the main functions of a home computer (apart from games!) is word processing, or writing letters etc. Most users will already have typed up a letter or school assignment. What most users haven't done is create a work disk.

This month's practical example will be a work disk. Hard disk users can skip references to disks, and look at the use of directories. You need a work disk for several reasons. Firstly, all your

documents won't fit on the program disk of your word processor, and secondly, you need a separate disk that you can take to a friend's house, or work, and so that you lower the risk of damaging your program disk.

The first thing we need to do is format a blank disk, and label it so we can find it. To format the disk, insert it into a drive and wait for the icon of the disk to appear on the Workbench screen. Its name will be something like "BAD" or "?????" or even "NDOS". Click once on the icon to select it, and then hold the right mouse button down to access the menus at the top of the screen. The option to format a disk is different for different versions of Workbench, for 1.3 or below users, look for "Initialise disk", for 2.0x or higher users look for "Format Disk". Once you select that option you will be presented with a number of requesters, again varying upon which version of Workbench.

One of these requesters will ask for a name for the disk. If you just click on OK, the disk will be called "Empty". Many users use their own name for the disk, so that other members of the household using the computer can each have their own disk with their name on it. This saves a lot of trouble if files get deleted by mistake. Important: Do not use spaces in a name of a disk, directory or file. You may have trouble getting the file back later on if you do. For other requesters that pop up, just select the affirmative action in each of them and the disk will begin formatting.

Now is where the directories really come into play. You can use different directories for different type of documents, making it even easier to find them later on. For example, you might have a directory for letters to family, one for job applications, another for school assignments and so on. Making directories is easy; firstly open the new disk by double clicking

(continued on page 11)

Crafty Arts: Slideshow Alleys

by Leigh Murray

Introduction

In this article I'll relate what I've learnt about slideshows. While setting up Kids.Disk and various Jigsaw disks (for MegaDisc and TAD CharityWare), I had a fair bit of trouble finding a suitable slideshow program, and I thought a brief description of my search might help other Amigans.

Simple Slideshows

Basically, there are two varieties of slideshows:

- ones that cycle through the pictures with no input from the user (they automatically swap to the next picture after a time delay), and
- ones which need interaction (such as a click of the left mouse button) to change to the next picture.

Pretty Pictures

A timed display is perfect for displaying a collection of beautiful images, such as artworks, fabulous fractals, mean metal etc etc... This is the type of slideshow I used on the jigsaw disks. After clicking on the Slideshow icon, each picture stays on the screen for 20 seconds, unless the left mouse button is clicked to change to the next picture sooner. After all the pictures have been displayed or the Esc key is hit, ShowWiz (the slideshow program) exits automatically.

For a large number of pictures, it is often nice to have the display loop endlessly, but I thought it was safer not to do this on the jigsaw disks in case people didn't read the doc first before clicking on the Slideshow icon, and didn't know how to get out of it.

Informative IFFs

Another type of slideshow is a user-driven display, where someone clicks a mouse button or moves the joystick to change to the next screen; this is ideal for displaying screens of information at the viewer's own pace. It is flexible and easy to use.

Singalong Slides

A slideshow of the words of songs can be useful for group singing. The words can be easily displayed on a TV screen or monitor to a whole roomful of people, and that way you avoid the need for songbooks or sheets.

For instance, the words of Christmas carols can be typed in a large font on to a med-res 2-colour DPaint screen. Each screen is saved as an ordinary IFF, and then the whole lot is displayed as a slideshow.

Suitable fonts include Platinum 54 and Marble 40 (which come on the Pro-FontsI disk). With such a big font, you only get a couple of lines of each verse per screen, but it makes a very clear display on a large TV screen, and

A timed display is perfect for displaying a collection of beautiful images

is suitable for use in a big room; for use in a small room, a smaller font - allowing more words per screen - might be better.

For singalong slides, you need a slideshow which is externally triggered (rather than a timed display). And if there are many screens, or if some of the screens need to be repeated at intervals (such as choruses), you may need a script facility.

No Waiting Room

Loading pictures from floppy disk can be a s-l-o-w process; big IFFs take ages. For some slideshows, long waits between slides may not matter much; for others, such as songbook substitutes, they might be critical (no words - no singing!).

With memory caching, you don't have to wait while the next screen is loaded.

This can be very useful if you are loading the screens from floppy disk, and here QuickFlix shines (see Part 2 of this article). With the much faster loading times from a hard disk, memory caching would probably be less important. QuickFlix comes on Fish 106.

For a different wait-free technique, you could copy all the IFFs to RAM first (if you have enough memory) and run the slideshow from there to avoid delays while loading.

Fades and Wipes

All sorts of fancy fades and wipes are available with some slideshow programs. In most cases I found these distracting, and in some cases just plain awful (a 3D fractal faded in with a checkerboard effect looks dreadful), but they would be useful in certain limited circumstances, preferably with fairly plain pictures. The slideshow program with the mostest in the way of wipes is definitely ShowWiz (which comes on TBAG 31 or any of the TAD jigsaw disks), although another program, SlideShow (on Fish 151 and TBAG 18), is also quite good in this area, with 15 different wipes.

To be continued

This Crafty Arts article will be continued in a later issue of the newsletter (if the editor agrees! *He does, Ed*), covering the slideshow programs in detail, and sources of suitable pictures.

© Leigh Murray
Queanbeyan NSW

February 1994

Wanted!

'030 Accelerator
Commodore 2630 (or similar)
Ph Frank Keighley
on 239-6658

Election Notes

(continued from page 3)

work together with the aim of providing club members with a society to participate in. The committee get together at least once a month to discuss issues of interest to the club, to organise club activities and are open to suggestions from all members. The job required of each committee member is described below. I've used jargon from the rules in order to avoid misinterpretation. So if you have any troubles understanding the descriptions please feel free to ask any committee member available for further information.

PRESIDENT's job

- (a) Liaison Officer
- (b) Activities organiser
- (c) Spokesperson
- (d) Automatic member of all sub-committees and SIGs; and
- (e) Administrator of the committee

Vice-President's duties are very similar to that of the president's. As a matter of fact the president and vice-president could work very well together as a team. Got some ideas for a nomination already?

VICE-PRESIDENT's job

- (a)-(d) as for the President
- (e) Administrator for administration of sub-committees and SIGs

SECRETARY's job - Someone who can type? Just kidding.

- Needs to notify society of his/her address.
- Keep minutes of all the things below. (Maybe it might help if you can type after all).

(i) elections, appointments of office bearers and ordinary committee members.

(ii) committee members present at committee and general meetings

(iii) all proceedings at committee meetings and general meetings

- Have custody and control of all records, copies of financial records and membership list and other documents relating to the society

- Maintain a list of all sub-chairpersons and members of sub-committees, all convenors of SIGs.

- Maintain all records of incoming and outgoing correspondence

- Where directed act as liaison officer

- Be responsible for the agenda for the society's general and committee meetings.

TREASURER's job

- Collect & receive moneys due to the Society and make payments authorised by the society and to keep correct accounts and records of financial affairs of the society with full details of income and expenditure

- have custody of all financial records

- be responsible for the preparation of the budget

- be responsible for the preparation of financial reports

- keep an assets register.

So if you are good with figures and have an accounting package on your AMIGA that you are dying to use this job could be for you.

MEMBERSHIP SECRETARY's job

- Keep a register of the membership of the society

- Administration of membership records

- Provide monthly membership report to the Treasurer
- Issue membership identification cards

If you like knowing who is who and are interested in databases maybe you could get some pleasure in being our membership secretary.

EDITOR's job

- The chairperson of the newsletter sub-committee
- Responsible to the treasurer for the issuing of advertising invoices and recording payments thereof
- Responsible for keeping back issues of the newsletter.

I think I might re-nominate our current Editor, he's doing such a good job. (That is if his wife lets me after all her nights alone in bed. She should have got him to keep the old AMIGA. At least she'd have her own toy while he's editing).

ORDINARY MEMBERS' job

- To provide assistance as determined by the committee.

Let's hope that the rest of the committee aren't gruelling task masters.

Now for the non-office 'bears'. These people don't have to meet once a month and plan things however, they do a lot of work in the background and without them many obvious functions within the society would need to be picked up by committee members. The non-office bearers are the chairperson, returning officer, auditor, public officer, any auxiliary members, the chief librarian and property manager.

(continued on page 12)

CAUS Public Domain Collection

The Society's Fred Fish collection of public domain software contains a huge variety of goodies from text editors, databases, communication, graphic and music programs through to utilities, games, disks of pictures and animations and many demonstrations of commercial programs.

The following people are PD librarians:

Simon Tow	Fisher	288-8362
Lawrence Coombs	Aranda	251-5523
Berenice Jacobs	Scullin	255-2284
Bernie Wiemers (AMOS)		248-9837

You have the choice of buying the disks or swapping them for some new acceptable NAME brand disk that you own. The copying fee for each disk (except for the FISH catalogue disk) is \$1 to cover the librarian's costs. For those who want other than the Fish collection, Berenice Jacobs holds a large collection of alternate public domain. Contact Berenice for more details.

Special Interest Groups

Each of the following members is coordinating a Special Interest Group (SIG) in the listed topic. If you are interested in joining one of these groups and getting more out of your Amiga, either contact them direct or indicate your interest at the next monthly meeting:

Joe McCully	255-2128	C programming
Darryl Hartwig	293-2347	DeskTop Publishing
Andre Hogie	290-2474	Video
Mathew Taylor	241-8892	E Programming
Bernie Wiemers	248-9837	AMOS programming
Michael Chang	292-3246	Public Domain

If anyone else out there would like to start their own SIG, please see a member of the committee.

Quarterback 6.0

by Stefan Berg

Copy protection

The first time you run Quarterback, it asks for your name and serial number. The program refuses to start up if an incorrect entry is made. This doesn't prevent other people from copying a correctly serialized Quarterback program, but it tags every Quarterback program with the original owner. After the user enters a name and serial number, the copy protection is invisible.

Installation

Quarterback 6.0 comes with the Commodore Installer program to install it on your hard drive. This process just takes a few minutes and is very easily accomplished. The program can be run directly from the floppy disk if desired.

Review

The backup program can be started on the Workbench screen or on its own screen. After an annoying copyright notice which takes a few seconds to disappear, a window appears listing all devices. The window also contains four buttons: "Backup", "Restore", "Enter", and "Back". Doing a backup on a properly set up system involves choosing the device to backup and then clicking on the "Backup" icon. One can also move deeper into the directory structure by using the "Enter" and "Back" icons or by double clicking on the devices. This permits the user to backup individual directories instead of a whole device.

After choosing a backup device or directory, an Options window appears asking the user for specific backup options (this window can also be turned off). At this point, one can change the choice of backup medium to one of three options: floppy disk (up to four are supported), a SCSI device, or an AmigaDOS file. Quarterback automatically detected my Tandberg tape drive and set the SCSI ID correctly. On systems with multiple backup devices, one can also change the SCSI ID at this point. Except for the "back-

up to file" option, all backups are stored using a Quarterback specific format. It is therefore not possible to read in files from a Quarterback floppy disk under AmigaDOS. One therefore must also use Quarterback to restore a backup.

The Options window also allows the user to choose between a complete or selective backup. By clicking the "MORE" button, one can open a second window containing even more options. Here it is possible to set the compression method (none, normal software compression, or hardware compression if supported by backup medium), use of archive flag, password protection, verify mode, and other items. Finally, it is possible to hide the Options window next time a backup is done. This is useful for users who never change the options and don't want to be hassled by this window. The Options window can still be opened using a menu item.

Once the user is finished with the Options window, the selected device or directory is completely scanned. While this can theoretically be a time-consuming task, the time seemed to me to pass quickly. After the scan, the number of files and the total number of bytes is displayed. If selective backup was used, one can now individually select or unselect files or whole directories. Quarterback offers a large number of methods for selecting and unselecting files. One of them is the archive flag which is useful for incremental backup. I will not go into much detail here, except to say that many selection options exist. For a complete backup, the whole device or directory is automatically selected. On a backup to floppy an indicator informs the user of the number of floppies needed for the backup (compression is not taken into account, and a question mark after the number warns the user of this fact). A click on "OK" will start the backup.

I have done backups to floppy and was

fairly satisfied with the performance. On a two floppy drive system, disk writes and hard disk reads are done asynchronously (at the same time). With a fast CPU, compression will speed up the backup to floppy. On my brother's stock Amiga 2000, compression considerably slowed down the backup. Backups to a tape drive can be done synchronously (tape drive accesses and hard drive accesses occur one after another) or asynchronously. I was experiencing problems doing the backup asynchronously to my tape drive since the quality of my SCSI cable is very poor. As a side note, I was also experiencing problems with two hard drives attached to my system (not only in Quarterback), so I hope this problem is unique to my setup. It is very difficult on an Amiga 500 to keep the SCSI cables short and noise-free. Backup speed to my tape drive is about 2.5 MB per second without compression. When compression is enabled, that rate drops down to 1 MB per second, despite my very fast CPU. I was somewhat disappointed by this fact. On already compressed data, the compression algorithm may in fact expand the data during a backup (similar to what happens when sending compressed data with MNP5-compressing modems).

Quarterback can optionally display the compression ratio and backup speed at

*One can restore
the whole backup
or select certain
files only.*

the end of a backup. At all times, it is possible to stop or pause the backup. Also it is possible to set various options using the menus. One important option for tape drive users will be the buffer options, in which one can increase the buffer size from the default

Quarterback 6.0

(continued)

32 KB to something higher. In order to get reasonable performance out of my tape drive, I used a 1 MB buffer, which actually used 2 MB RAM (due to double buffering).

Restoring a backup is similar to backing up. A catalog listing is kept with every backup (for safety reasons, one catalog at the front of the backup, and another at the end). Therefore, one will get a complete file listing when restoring from a backup. One can restore the whole backup or select certain files only. One nice feature is seen when restoring from floppy disks: only the needed disks have to be inserted. I know of some backup programs which require the user to go through all disks sequentially, even those that do not contain any of the desired files to restore.

There are many other items in Quarterback which I will not describe in detail here, but mention only briefly. Through the use of Quarterback macros and the ARexx interface, it is possible for the more experienced user to make backups to tape automatically. CCS even wrote a small scheduling program, Schedule Pro, which makes it very easy to start certain programs (like backups) at regular times.

The tape drive support includes rewinding and erasing tapes as well as storing multiple backups (sessions) on a single tape. All of these points worked fine with my Tandberg drive. Quarterback can also backup onto multiple tapes if a single tape cannot hold the full contents of the backup. I have not tested this option.

Documentation

The upgrade package from Quarterback 5.0 includes a 20-page supplement to the original Quarterback 5.0 manual. All additions are clearly described in there. As an expert user, I found all my questions answered in

the manual. Still, I believe that the essential parts are written clearly enough to be understood by a less knowledgeable user.

Likes and dislikes

I like the user interface. Everything is easily accessible, and yet the screen is not cluttered up with unnecessary options. I had little trouble getting used to the interface.

The compression ratio does not justify such long compression times. An implementation of the XPK compression package would be a good addition to Quarterback. That way, users can decide between a fast and less efficient algorithm, or a slow but more efficient algorithm. Despite my fast processor, the backup speed dropped from 2.5 MB per second to 1 MB per second when 16-bit compression was enabled. On my boot partition, the compression ratio was only 30%.

Comparison to other similar products

An alternative to Quarterback is Ami-Back. I have never worked with Ami-Back, but I have heard only good things about it from other people. There are also some public domain backup programs available. I have not looked at any of them.

Bugs

In the few days in which I have worked with Quarterback 6.0, I have not found any bugs. This was a pleasant surprise, as Quarterback 5.0.4 was full of bugs and didn't even work reliably with my accelerator.

Conclusions

I would have ranked Quarterback 5.0 as an unusable product due to its bugs. Fortunately, those are gone from Quarterback 6.0 and I can only recommend it as a good backup solution. The user interface is well written. I give it 4 stars out of 5. Speed is the main reason why I wouldn't give the product 5 stars.

'Directories'

(continued from page 7)

on the disks icon. Once a window has opened, use the right mouse button and find the menu option 'New Drawer'. Once you select this option, a drawer will appear, and you will be asked for a name for this drawer. Remember not to use spaces in the name of the drawer. If you need a space, use the underline character (shift and minus sign).

Now, if you have any questions about this article, would like more information on directories, or would like to suggest what I can write about in future issues, then feel free to phone me on 241 8892. If I don't happen to be home, you can leave your name, phone and membership number on my answering machine. □

FOR SALE

CHARITYWARE

Nine disks for sale at \$6 each. All profits go to a Canberra charity, Technical Aid to Disabled.

LATEST DISKS

FLIGHT

HyperBook of Flight Sims Theory plus pix of snazzy fighters.

FRACTALS

Seven fractal programs with a detailed Beginners' Guide.

JIGSAW.3

IFF2PCS jigsaw program and 24 new pictures (scenes, cartoons).

EARLIER DISKS

HOME BREWER: recipes and notes.

KIDS DISK: for little kids.

PIX.A, B and C: pix for letters.

JIGSAW.2: jigsaw program, 21 pix.

See David Bennett at the CAUS meeting to buy these disks, or ring Margaret Enfield on (06) 286 3675.

Please help a very worthwhile charity and get some great disks!



CANBERRA WORKERS' CLUB
Childers Street, Canberra City
TELEPHONE 248 0399
 Members, guests and interstate visitors welcome.

Workers' Club Members enjoy

GREAT BISTRO DINING — LUNCH & DINNER DAILY

ACT/TAB — MON TO SAT, WITH TELETEXT AND SKYCHANNEL

MUSIC, DISCO'S AND MOVIES, EFTPOS
 HANDYWAY WITHDRAWALS, RAFFLES,
 LUCKY BADGE DRAWS

HOUSIE

MODERN POKER MACHINES, DRAW CARD MACHINES AND SPACE MACHINES

BARBER SHOP — WEDNESDAY AND FRIDAY

TERRIFIC SPORTING CLUBS — DARTS,
 SNOOKER, SQUASH, GOLF, FISHING, CARPET BOWLS, CRICKET & NETBALL

COMFORTABLE & FRIENDLY SURROUNDINGS

Join Now For \$10



What's Happening?

Upcoming Meetings

Mar 10: SIG night. Come along and find out what the SIGs do. See a newsletter constructed by the editor! Learn how to program in C and/or E or what DTV is all about.

Apr 14: AGM. Elect your new committee, or join up yourself! You must be currently financial to vote, though. There will be a door prize on the night, and an extended Beginner's Group before the meeting.

May 12: Hardware night. OpalVision, IV24, AGA, etc. See and weep!

Art Competition

If you'd like to see your name up in lights (or at least recognized in this mag), then submit your artwork for the front cover, and become famous. Prizes will be distributed for the best original artwork that adorns the front page. Space permitting, other artwork will be displayed inside the mag. Editor's decision will be final (he might be open to bribes). This promotion will continue depending upon your submissions. So start drawing, raytracing, etc...

C W C

Election Notes

(continued from page 9)

CHAIRPERSON's job

- chair the general meetings
- interpret the rules
- oversee the returning officer.

If you are good at speaking to a large number of people, if you have a strong and energetic voice then we need you. (Ring now and don't send any money.)

RETURNING OFFICER's job

- oversee election procedures
- collect nominations
- distribute and collect ballot papers
- count votes

All you need to be able to do is to count. You should only need to do this job on one occasion, at the AGM however, no promises, no disappointments.

AUDITOR's job

- shall be responsible for auditing the financial records of the society.

This position requires a person who has a good knowledge of finances.

PUBLIC OFFICER's job

- Act as liaison officer with legal and governmental instrumentalities
- With the authorisation of the committee act as liaison officer with the general public
- Act as publicity officer for the society.

If you do like communicating with other people or organisations and are tactful maybe you would like to consider nominating for this position.

AUXILIARY MEMBER's job

- Assist in the affairs of the society as determined by the committee.

CHIEF LIBRARIAN's job

- Chair the library sub-committee
- Be responsible to the committee for maintenance of the PD library and expenditure of authorized funds.

Are you a PD fanatic. This job could be fun. I'm pretty sure that maintain-

ing the PD library gives you a chance for sneak previews of PD software.

PROPERTY MANAGER's job

- responsible for maintaining the assets register for the Treasurer.

This job could be fun (as well). It would give you an idea of what the society owns (more than likely doesn't own).

Remember if everybody is too busy then who will run the society? If you are too busy to put time aside for the full year maybe you could be involved in helping the committee in their duties. For example, write articles for the newsletter, participate in organising of activities for a meeting, write articles for the newsletter, recommend PD disks to the librarian or write articles for the newsletter. Becoming involved opens new doors for friendship and exchange of information regarding (your guessed it) your AMIGA.

Ursula White
 Acting Secretary